

To Stephanie\_Kelleher@blm.gov cc bcc

Subject Pilot Joe Scoping Comments

History:

This message has been replied to and forwarded.

## Hi Stephanie:

First, there are a couple of things you should know about the website. It is not easy to find the form to submit comments. I actually had to go back to the original mailed letter and type in the characters to get it to come up. And when I wrote out all my comments on the form and hit the 'submit' button, a message came back: "URL Not Found". When I returned to the form, my comments had turned into Egyptian hieroglyphics, so I couldn't even cut and paste them into this email. Very discouraging. So everything was lost. It's too bad that, with all the laudable effort BLM has put into the public interface piece of this project, that our ability to comment apparently hasn't been tested.

I will try and summarize my comments below. I hope this suffices since the comment period ends today. (By the way, what's the point of ending the comment period the day after the field trip?)

I attended the May 5th field trip and have the following three comments.

- 1. Reviewing the 'mark', it appears that the dry forest restoration techniques have been followed. You should go ahead with the pilot project. Let's see what happens. Thank you for undertaking this project.
- 2. Please don't construct any more roads. The yarding techniques discussed seem sufficient to conduct a viable harvest without resorting to this destructive option. For example, with regard to area #31-4A, it was amply demonstrated that wood product could be retrieved without using the the bottom access "road". The riparian zone and the stream crossing should be subjected to minimal disturbance.
- 3. Please don't remove the trees lining existing BLM access roads. This vegetation provides stability and ameliorates erosion/deterioration.

Thank you again for permitting residents to participate in this important project. Our safety depends on successful fuels reduction while enhancing the health of our forest.